

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - a primary game operable upon a wager by a player;
 - 5 a plurality of selections adapted to be displayed to the player;
 - at least one step associated with each of a plurality of said selections, wherein a plurality of steps are associated with each of a plurality of said selections;
 - 10 a termination limit equal to a predetermined number of accumulated steps, wherein said number is greater than one;
 - a plurality of offers associated with different numbers of accumulated steps; and
 - a triggering event associated with said primary game,
 - 15 wherein after the occurrence of said triggering event:
 - (a) one of said selections is caused to be picked;
 - (b) the number of steps associated with said picked selection are accumulated;
 - (c) a terminating event occurs if the number of
 - 20 accumulated steps reaches said termination limit; and
 - (d) if the number of accumulated steps does not reach said termination limit:
 - (i) one of said offers is indicated to the player,
 - wherein said indicated offer is associated with the number of
 - 25 accumulated steps;
 - (ii) the player is enabled to accept or reject said indicated offer;
 - (iii) the indicated offer is awarded to the player if the player accepts said indicated offer; and
 - 30 (iv) steps (a) to (d) are repeated if the player rejects said indicated offer.

2. The gaming device of Claim 1, wherein the player is enabled to pick said selections.
3. The gaming device of Claim 1, wherein said terminating
5 event occurs if the number of offers indicated to the player equals a limit on the number of offers indicated to the player.
4. The gaming device of Claim 3, wherein an offer limit
10 modifier adapted to alter the limit on the number of offers indicated to the player is associated with at least one of said selections.
5. The gaming device of Claim 1, wherein at least one selection is associated with a negative number of steps.
6. The gaming device of Claim 1, wherein at least one of the
15 selections alters the number of accumulated steps of the termination limit.
7. The gaming device of Claim 1, wherein said termination
20 limit is displayed to the player.
8. The gaming device of Claim 1, wherein each of said offers is associated with a different number of accumulated steps.
9. The gaming device of Claim 1, wherein at least one of
25 said offers is associated with a range of accumulated steps.
10. The gaming device of Claim 1, wherein at least one of
said selections is associated with an eliminator which is adapted to
30 eliminate one or more of said unpicked selections.
11. The gaming device of Claim 1, wherein the player is enabled to eliminate one or more of said unpicked selections

12. The gaming device of Claim 1, wherein the number of steps associated with each selection is determined based on a weighted probability.

5 13. A gaming device comprising:
a plurality of different offers adapted to be provided to a player;
at least one step associated with each offer, wherein different
numbers of steps are associated with different ones of said offers;
a termination limit equal to a predetermined number of
10 accumulated steps, wherein the number is greater than one;
a display device; and
a processor operable with said display device to:
 (a) accumulate a number of said steps;
 (b) perform a terminating event if said number of
15 accumulated steps reaches said termination limit; and
 (c) if said number of accumulated steps does reach
said termination limit:
 (i) provide the offer associated with the
accumulated number of steps to the player;
20 (ii) enable the player to accept or reject said
provided offer;
 (iii) award the player said provided offer if the
player accepts said provided offer; and
 (iv) repeat steps (a) to (c) if the player rejects
25 said provided offer.

14. The gaming device of Claim 13, which includes a limit on the number of offers adapted to be provided to the player.

30 15. The gaming device of Claim 14, wherein said terminating event occurs if said number of provided offers reaches said limit on the number of offers adapted to be provided to the player.

16. The gaming device of Claim 14, wherein the processor is operable to display to the player the limit on the number of offers adapted to be provided to the player.

5 17. The gaming device of Claim 13, wherein each of said offers is associated with a different number of accumulated steps.

18. The gaming device of Claim 13, wherein at least one of said offers is associated with at least one range of accumulated steps.

10

19. The gaming device of Claim 13, wherein the processor accumulates said number of steps based on a weighted probability.

20. The gaming device of Claim 13, wherein the processor is
15 operable to display to the player said termination limit.

21. A gaming device comprising:
a primary game operable upon a wager by a player;
a plurality of different offers adapted to be provided to the
player;
5 at least one step associated with each offer, wherein different
numbers of steps are associated with different ones of said offers;
a termination limit equal to a predetermined number of
accumulated steps, wherein the number is greater than one;
a triggering event associated with said primary game, wherein
10 after the occurrence of said triggering event:
(a) a number of said steps are caused to be
accumulated;
(b) a terminating event is performed if said number of
accumulated steps reaches said termination limit; and
15 (c) if the number of accumulated steps does not reach
said termination limit:
(i) the offer associated with the number of
accumulated steps is offered to the player;
(ii) the player is enabled to accept or reject said
20 offer;
(iii) the player is awarded said offer if the player
accepts said offer; and
(iv) steps (a) to (c) are repeated if the player
rejects said offer.

25

22. The gaming device of Claim 21, which includes a limit on
the number of offers adapted to be offered to the player.

23. The gaming device of Claim 22, wherein said terminating
30 event is performed if said number of offered offers reaches said limit on
the number of offers adapted to be offered to the player.

24. The gaming device of Claim 22, wherein the limit on the
number of offers adapted to be offered to the player is displayed.

25. The gaming device of Claim 21, wherein each of said offers is associated with a different number of accumulated steps.

5 26. The gaming device of Claim 21, wherein at least one of said offers is associated with at least one range of accumulated steps.

27. The gaming device of Claim 21, wherein the number of steps accumulated is determined based on a weighted probability.

10 28. The gaming device of Claim 21, wherein said termination limit is displayed to the player.

29. A gaming device comprising:

- a plurality of selections adapted to be displayed to the player;
- at least one step associated with each of a plurality of said selections, wherein a plurality of steps are associated with each of a plurality of said selections;
- a plurality of offers associated with different numbers of accumulated steps;
- a termination limit equal to a predetermined number of accumulated steps, wherein the number is greater than one;
- a display device adapted to display a moveable indicator;
- and
- a processor operable with said display device to:
 - (a) reveal the number of steps associated with one of said selections by displaying movement of the indicator;
 - (c) accumulate said revealed number of steps;
 - (d) perform a terminating event if said accumulated number of steps reaches said termination limit; and
 - (e) if said accumulated number of steps does not reach said termination limit:
 - (i) indicate one of said offers to a player, wherein said indicated offer is associated with said accumulated number of steps;
 - (ii) enable the player to accept or reject said indicated offer;
 - (iii) award said indicated offer to the player if the player accepts said indicated offer; and
 - (iv) repeat steps (a) to (e) if the player rejects said indicated offer.

30. A gaming device comprising:
a primary game operable upon a wager by a player;
a plurality of steps;
a termination limit equal to a predetermined number of
5 accumulated steps, wherein said number is greater than one; and
a triggering event associated with said primary game, wherein
after the occurrence of said triggering event:
(a) a number of said steps are caused to be
generated, wherein the number of steps generated can be one or more
10 steps;
(b) the number of generated steps are accumulated;
(c) a terminating event occurs if said number of
accumulated steps reaches said termination limit; and
(d) if the number of accumulated steps does not reach
15 said termination limit:
(i) an offer based on the number of
accumulated steps is offered to the player;
(ii) the player is enabled to accept or reject said
offer;
20 (iii) the player is awarded said offer if the player
accepts said offer; and
(iv) steps (a) to (d) are repeated if the player
rejects said offer.

25 31. The gaming device of Claim 30, wherein the number of
generated steps are displayed to the player.

32. A method of operating a gaming device, said method comprising:

5 (a) picking one of a plurality of selections, wherein a plurality of said selections are each associated with at least one step and a plurality of said selections are each associated with a plurality of steps;

(b) accumulating the number of steps associated with said picked selection;

10 (c) performing a terminating event if the number of accumulated steps reaches a termination limit, wherein said termination limit is equal to a predetermined number of accumulated steps which is greater than one; and

(d) if the number of accumulated steps does not equal reach said termination limit:

15 (i) indicating an offer associated with the number of accumulated steps to the player;

(ii) enabling the player to accept or reject said indicated offer;

20 (iii) awarding the indicated offer to the player if the player accepts said indicated offer; and

(iv) repeating steps (a) to (d) if the player rejects said indicated offer.

25 33. The method of Claim 32, wherein the player is enabled to pick said selections.

34. The method of Claim 32, wherein said terminating event is performed if the number of offers indicated to the player equals a limit on the number of offers indicated to the player.

30

35. The method of Claim 34, wherein an offer limit modifier adapted to alter the limit on the number of offers indicated to the player is associated with at least one of said selections.

36. The method of Claim 32, wherein the number of steps associated with at least one selection is a negative number.

5 37. The method of Claim 32, wherein at least one of the selections alters the number of accumulated steps of the termination limit.

10 38. The gaming method of Claim 32, wherein said termination limit is displayed to the player.

39. The method of Claim 32, wherein at least one of said selections is associated with an eliminator which is adapted to eliminate one or more of said unpicked selections.

15 40. The method of Claim 32, wherein the player is enabled to eliminate one or more of said unpicked selections

41. The method of Claim 32, which is provided to the player through a data network.

20 42. The method of Claim 41, wherein the data network is an internet.

43. A method of operating a gaming device, said method comprising:

(a) accumulating number of steps including one or more steps, wherein a plurality of different accumulated numbers of steps are associated with different offers;

(b) performing a terminating event if said number of accumulated steps reaches a termination limit equal to a predetermined number of accumulated steps which is greater than one; and

(c) if said number of accumulated steps does not reach said termination limit:

(i) providing the offer associated with the accumulated number of steps to a player;

(ii) enabling the player to accept or reject said provided offer;

(iii) awarding the player said provided offer if the player accepts said provided offer; and

(iv) repeating steps (a) to (c), if the player rejects said provided offer.

44. The method of Claim 43, wherein said termination limit is displayed to the player.

45. The method of Claim 43, which includes a limit on the number of offers adapted to be provided to the player.

46. The method of Claim 45, which includes performing said terminating event if the number of offers provided to the player reaches said limit on the number of offers adapted to be provided to the player.

47. The method of Claim 45, wherein the limit on the number of offers provided to the player is displayed to the player.

48. The method of Claim 43, which is provided to the player through a data network.

49. The method of Claim 48, wherein the data network is an internet.

50. A method of operating a gaming device, said method comprising:

(a) picking one of a plurality of selections, wherein at least one step is associated with each of a plurality of said selections and a plurality of steps are associated with each of a plurality of said selections;

(b) revealing the number of steps associated with said picked selection by displaying at least one movement of a moveable indicator;

(c) accumulating said revealed number of steps;

(d) performing a terminating event if said accumulated number of steps reaches a termination limit equal to a predetermined number of accumulated steps which is greater than one; and

(e) if said accumulated number of steps does not reach said termination limit:

(i) indicating one of a plurality of offers to a player, wherein each offer is associated with a number of steps and said indicated offer is associated with said accumulated number of steps;

(ii) enabling the player to accept or reject said indicated offer;

(iii) awarding said indicated offer to the player if the player accepts said indicated offer; and

(iv) repeating steps (a) to (e) at least once if the player rejects said indicated offer.

51. The method of Claim 50, which is provided to the player through a data network.

52. The method of Claim 51, wherein the data network is an internet.

5